About

EoD Everywhere is a community-based alchemy game inspired by Elemental 3, Little Alchemy, and Doodle God created in a Discord bot. Players start with 4 elements: Air, Earth, Fire, and Water. The ability to combine these and make new ones is what makes the game special. It is completely based on the community!

Head to the **Basics** section to learn the basics of using the bot!

Official Server
https://discord.gg/KPmbJmNtxQ
Idea from ryan's Elemental on Discord [Biggest EoDE Instance]:
https://discord.gg/jHeggdM
Elemental idea from carykh's Elemental 3 (carykh: https://youtube.com/user/carykh)
More Elemental games:
https://discord.gg/X9VyN42
Github Repository:
https://github.com/Nv7-Github/Nv7haven

Basics

You can combine elements in any play channel by seperating element names by a **+**, **,**, a **line break**, or **plus**.
You can combine up to 21 elements, and element names can be up to 240 characters long! For example, you can do **air, earth, fire, water**.
You can see the information on an element with **?<element name>**, and **?#<element id>** to get info by ID
Add elements to categories with **/addcat** and remove elements from categories with **/rmcat**
View a list of categories using **/cat** and view the elements in a category by passing the category name to the command
Use **/lb** to view the leaderboard and **/inv** to see what elements you have
Use **/hint** to get a hint on how to make an element
Use **/stats** to get the server's stats

Head over to the **Advanced** section to learn about the advanced commands, or head over to the **Setup** to learn how to set up your own EoD server!

Advanced

Add a note to an element with **/mark**
Add an image to an element with **/image**, and to a category with **/catimg**
Use **/idea** to get a random unused combination
Use **/path** to get the path for an element, or **/catpath** to get the path for all elements in a category
Use **/breakdown** to find out who contributed most to the tree of an element, or **/catbreakdown** to find out who contributed the most to a category
Use **/give** to give a user an element, and optionally to give them all the elements required to make that element
Use **/givecat** to give a user all the elements in a category, and optionally all the elements required to make all the elements in that category
Use **/giveall** to give a user every element
Reset a user's inventory to only the Starter Elements by using **/resetinv**
Use **/elemsort** to view a sorted list of the elements in your server and **/elemsearch** to search for an element
Use **/graph** or **/catgraph** to create a visual graph of an element
Use **/get found** to see the users who have found an element
Use **/setcolor** to change your embed color
Use **/invhint** to see what you can make with an element

You can head over to the **Setup** section to learn how to set up the bot in your own discord server!

Setup

EoD servers have **play channels** where they combine elements. You can add more channels to have a less laggy experience.
Make a new channel and use **/setplaychannel** to mark a channel as a play channel.

In addition to play channels, EoDE requires a **voting channel** and a **news channel**.

In a voting channel, polls are created to vote on whether a suggestion should be accepted.
Use **/setvotes** to set the number of votes required for a poll to be deleted or accepted.
Use **/setvotingchannel** to set the channel where polls should be sent.
Use **/setpolls** to set the maximum number of polls a user can create.

In a news channel, a log of polls accepted is sent. Use **/setnewschannel** to set the news channel.

For a simple EoD server, check out the **Official EoD Server Template**:
https://discord.new/QKrwgdtSK4jC
To **invite the bot**, use the following link:
https://discord.com/api/oauth2/authorize?client_id=819076922867712031&permissions=2148543552&redirect_uri=https%3A%2F%2Fnv7haven.tk&scope=bot%20applications.commands